

March 4th, 10:00am – 11:30am

California Department of Water Resources, in partnership with The Regional Water Authority, Association of California Water Agencies, and California Urban Water Conservation Council presents:

Water Shortage Emergency Rate Structures

**A Webinar Presentation to Assist Urban Water Suppliers
Develop Water Shortage Contingency Plans**

Presentations with Time for Questions and Answers:

10:00-10:25 Developing Drought Rates for Water Conservation and Revenue Stability

*Thomas Gould, Business Leader for Finance and Rates, HDR Engineering
Member of American Water Works Association (AWWA) Rates and Charges Committee
Contributing author to AWWAs Sixth Edition M-1 Manual*

10:25-10:50 Legal Issues and Obstacles When Considering Drought Penalties or Drought Water Pricing

*Daniel Hentschke, General Counsel, San Diego County Water Authority
Chair of the Legal Affairs Committee, Association of California Water Agencies (ACWA)
Co-author of Proposition 218 and Proposition 26 implementation guides, published by the
League of California Cities and ACWA*

10:50-11:30 Water Agencies' Experiences Developing and Implementing Water Shortage Rate Structures

*City of Roseville - Lisa Brown, Water Efficiency Administrator
Carol Margetich, Business Services Administrator
City of Santa Barbara – Bill Ferguson, Project Manager, Water Resources Division*

For more information, please contact Gwen Huff gwen.huff@water.ca.gov (916) 651-9672

Webinar Link – to View the Presentations

<https://resources.webex.com/resources/j.php?ED=240228337&UID=1645681667&RT=MiMO>

Call-In Number – to Hear the Presentations

All participants will be muted, but may ask questions via the chat function on the webinar.

Instruction will be provided

Dial 1-800-369-3176*

Pass Code "Water"

Visit the Meeting Web Page

<http://www.water.ca.gov/calendar/index.cfm?meeting=22153>

Find links for suggested reading

Play a recording of the meeting (available March 7th)

Read additional Q&A from the Webinar (available March 21st)